

# COMBAT PISTOL QUALIFICATION COURSE SCORECARD

For use of this form, see FM 3-23.35; the proponent agency is TRADOC.

1. ID CODE <sup>1</sup>	2. UNIT	3. LANE NO.	4. ORDER	5. GROUP	6. DATE (YYYYMMDD)
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7. TABLE I  DAY STANDING <sup>2</sup> 1 Mag--7 Rds	8. TABLE II  DAY STANDING <sup>2</sup> Mag 1--1 Rd <sup>3</sup> Mag 2--7 Rds	9. TABLE III  DAY STANDING <sup>2</sup> 1 Mag--7 Rds	10. TABLE IV  DAY STANDING <sup>2</sup> 1 Mag--5 Rds	11. TABLE V  DAY MOVING OUT <sup>2</sup>  Mag 1--1 Rd <sup>3</sup> Mag 2--7 Rds Mag 3--5 Rds <sup>4</sup>	12. TABLE VI  DAY STANDING CBRN <sup>2</sup> 1 Mag--7 Rds	13. TABLE VII  NIGHT STANDING <sup>2</sup> 1 Mag--5 Rds																																																																																																																																																																																																										
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## 14. NOTES

<sup>1</sup> Do not use personal information.

<sup>2</sup> Firer receives the number of rounds required to fire a specific table. The OIC of firing sets procedures for loading and unloading.

<sup>3</sup> Firer has 8 seconds to change the magazine.

<sup>4</sup> Controlled change.

<sup>5</sup> Check GO or NO-GO for whole table.

- Three hits are required for a GO on Table VI.
- Two hits are required for a GO on Table VII.

## 15. RATING CALCULATOR

Enter total hits from Tables I through V and add them to obtain a grand total:

TABLE I	+	=
TABLE II		
TABLE III		
TABLE IV		
TABLE V		
<b>GRAND TOTAL</b>		

## 16. RATING SCALE

GRAND TOTAL (BLOCK 15)	RATING
26 - 30	EXPERT <input type="checkbox"/>
21 - 25	FIRST CLASS <input type="checkbox"/>
16 - 20	SECOND CLASS <input type="checkbox"/>
0 - 15	UNQUALIFIED <input type="checkbox"/>

17. GRADER'S INITIALS

18. DATE (YYYYMMDD)

19. OIC'S INITIALS

20. DATE (YYYYMMDD)